

WHAT IS CLAIMED IS:

1. A method of manufacturing a liquid crystal display panel by a divisional exposure with a plurality of shots including first and second shots adjacent to each other, the method comprising:

5 preparing a stitch area which is an overlapping area of the first and the second shots at a boundary between the first shot and the second shot and includes a plurality of unit areas, each unit area being light-exposed or light-blocked in the first and the second shots; and

10 determining the positions or the sizes of the light-exposed unit areas or the light-blocked unit areas by a random number generator, the number of the light-exposed unit areas or the light-blocked unit areas gradually decreasing or increasing along a direction from the first shot to the second shot.

2. The method of claim 1, wherein the determination comprises:

determining a pitch of the unit areas;

15 determining the stitch area including a plurality of unit areas arranged in an $N \times M$ matrix;

determining a moving direction of the first and the second shots;

determining the number of the light-exposed unit areas or the light-blocked unit areas in each row or in each column for the first and the second shots; and

20 determining positions of the light-exposed unit areas or the light-blocked unit areas in each row or in each column for the first and the second shots using the random number generator.

3. The method of claim 2, wherein N/M or M/N is a natural number.

25 4. The method of claim 1, wherein the unit area includes a pixel area, a plurality of pixel areas, or a portion of a pixel area.

5. The method of claim 1, wherein the unit area includes a portion of a pixel area and the pixel area is provided with a domain defining member disposed between adjacent unit areas.

30 6. The method of one of claim 1, wherein the pixel area is defined by intersections of two adjacent gate lines and two adjacent data lines and a boundary line between adjacent unit areas extends parallel to the gate lines.